XBOX
CRASH
TWINSANITY™
EVERYONE
E
CONTENT RATED BY
ESRB
VIVENDI
UNIVERSAL
games

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of games play may "burn in" to the screen, causing a permanenr shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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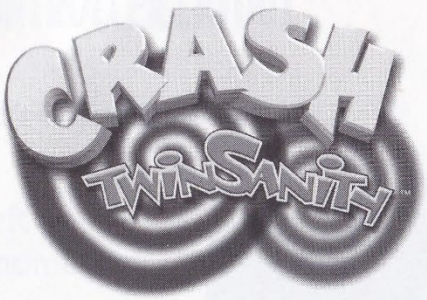

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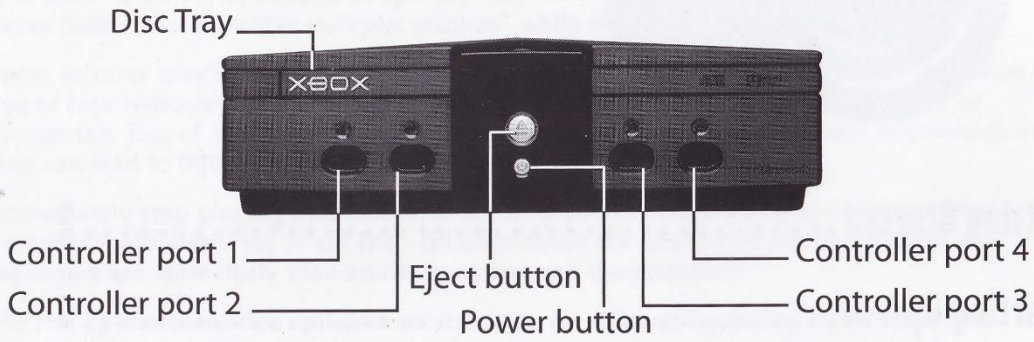
GETTING STARTED

USING THE XBOX® VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the Power button and the status indicator will light up.
3. Press the Eject button and the disc tray will open.
4. Place the *Crash Twinsanity™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Crash Twinsanity*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

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USING THE XBOX

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2. Insert any controller
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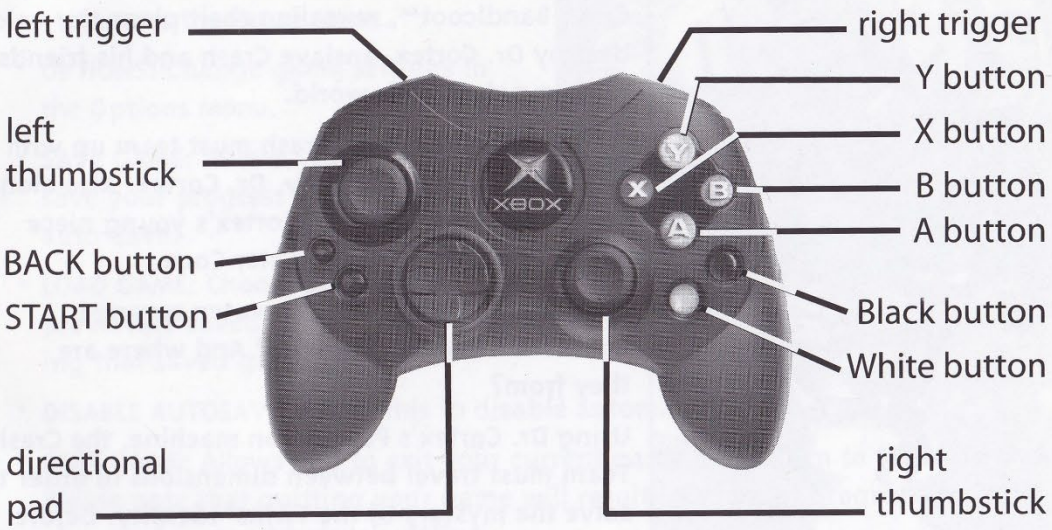
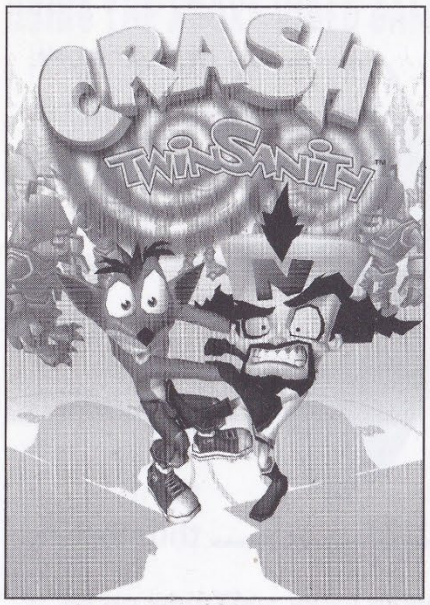
CONTROLLER LAYOUT



USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Crash Twinsanity*.

INTRODUCTION



Wicked Twins have invaded the island home of Crash Bandicoot™, revealing their plans to destroy Dr. Cortex, enslave Crash and his friends, and devastate their world.

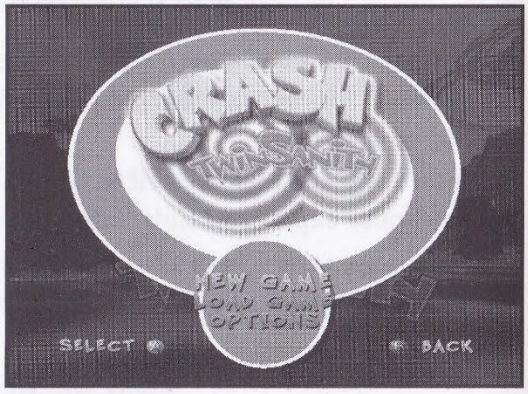
To face this great evil, Crash must team up with his creator and archenemy, Dr. Cortex. Also along for the adventure are Dr. Cortex's young niece Nina Cortex, and Crash's sister Coco.

Who are the Twins? They threaten revenge against Dr. Cortex, but why? And where are they from?

Using Dr. Cortex's Psychetron machine, the Crash Team must travel between dimensions in order to solve the mystery of the Twins' identity, before finally confronting the evil duo in person.

MAIN MENU

Upon starting the game, you will be instructed to press the START button to access the Main Menu. The Main Menu will appear with the following options:



- NEW GAME: Select a slot to save game progress and begin a new game.
- LOAD GAME: Choose and continue a previously saved game.
- OPTIONS: Change game settings in the Options Menu:
  - *Sound Options*

    Effects Volume: Adjust the volume of the sound effects in the game.

    Music Volume: Adjust the volume of the music in the game.

    Output Type: Choose the appropriate sound output for your television audio system.
  - *Game Options*

    Vibration: Turn controller vibration on/off.

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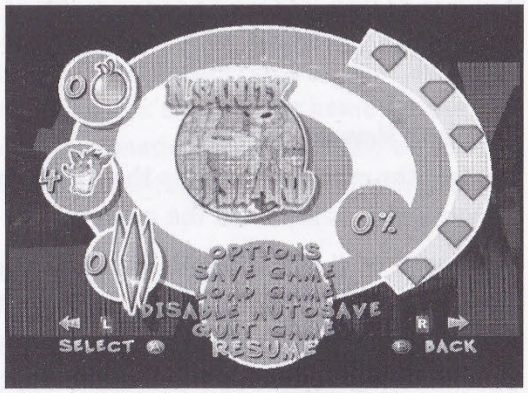


Press the START button anytime during play to access the Pause Menu.

- OPTIONS: Change game settings in the Options Menu.
- SAVE GAME: Allows you to manually save your progress and disables auto-save.
- LOAD GAME: Choose and continue a previously saved game. You will restart at the last World Crate triggered during that saved game.
- DISABLE AUTOSAVE: Select this to disable automatic saving.
- QUIT GAME: Allows you to exit your current game and return to the Main Menu. Please note that quitting your game will result in a loss of progress, so make sure you've saved before quitting.
- RESUME: Return to game.

Extras Menu (left trigger)

View bonus content that you unlock through play.

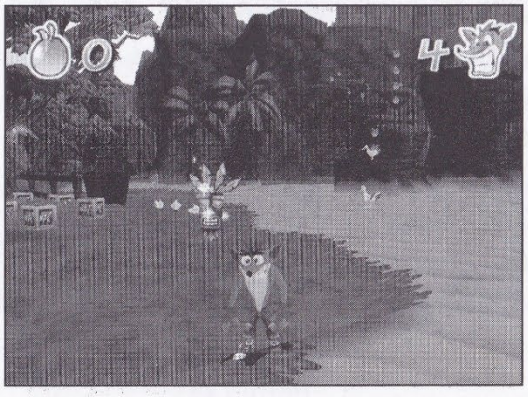
Gem Collection Menu (right trigger)

View all of the gems that you've collected throughout the game.

HUD (HEADS-UP DISPLAY)

Pressing the Y button during game play will bring up the HUD. The HUD displays the following information for Crash, Neo Cortex and Nina Cortex.

WUMPA COUNTER
Displays the number of Wumpa fruit collected. You will be rewarded with an extra life every time you collect 100 Wumpa.



LIVES COUNTER
Displays the number of lives that the Crash Team members have left.

AMMO COUNTER (Cortex only): Displays the number of shots remaining in Cortex's ray gun.

GENERAL CHARACTER MOVEMENT

Directional Movement

The left thumbstick controls the direction of character movement; this movement is relative to the camera.

The speed of the character's movement depends on the amount of pressure applied to the left thumbstick. Pushing the stick halfway out from the center will make the character begin walking, whereas pushing the stick as far as possible in any direction will make the character run.

Camera Control

The right thumbstick controls the camera.

CHARACTER CONTROLS

CRASH BANDICOOT™

Crash was an ordinary bandicoot whose life was forever changed in a failed experiment performed upon him by the evil Dr. Cortex. He would be happy to spend his days basking in the warm sun, but adventure will not leave him alone.

Walk/Run	left thumbstick
Spin	Ⓧ button
Jump	Ⓐ button
Double Jump	Ⓐ + Ⓐ buttons
Crouch	Ⓑ button
Crawl	Ⓑ + left thumbstick
Body Slam	Ⓐ + Ⓑ buttons
Jump Spin	Ⓐ + Ⓧ buttons
Knee Slide	left thumbstick + Ⓑ button
Slide Jump	left thumbstick + Ⓐ + Ⓑ buttons

DR. NEO CORTEX

Dr. Neo Corte
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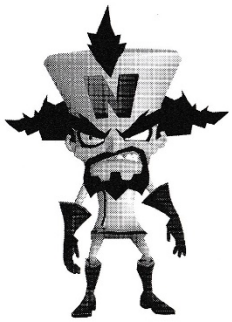
DR. NEO CORTEX

Dr. Neo Cortex is an evil scientist—the creator of Crash Bandicoot and also his sworn enemy, for Crash has ruined every one of Cortex's wicked schemes. Now Cortex has to swallow his pride and work with that meddling marsupial, at least until the opportunity arises to turn things to his advantage. This is the worst day of his life...



Walk/Run	left thumbstick
Fire	Ⓧ button
Charge-Up Blast	Ⓧ button + Hold
Jump	Ⓐ button
Crouch	Ⓑ button
Crawl	Ⓑ button + left thumbstick
Radial Blast	Ⓐ + Ⓑ buttons
Body Slide	left thumbstick + Ⓑ button
Strafe Move	left trigger or right trigger

NINA CORTEX

Nina is Dr. Cortex's beloved niece. When she began to show disturbing signs of a kind heart, Dr. Cortex made a few modifications and sent her to study at the Academy of Evil. Nina still has warm feelings for cute animals, but now they avoid her hugs for fear of being crushed by her spring-loaded, steel-trap hands. Now she's skipping school to lend her uncle a bionic hand against the Evil Twins.

Walk/Skip	left thumbstick
Punch/Wall Reel	Ⓑ button
Jump	Ⓐ button
Spin	Ⓧ button
Jump Grab/Reel	Ⓐ + Ⓑ buttons

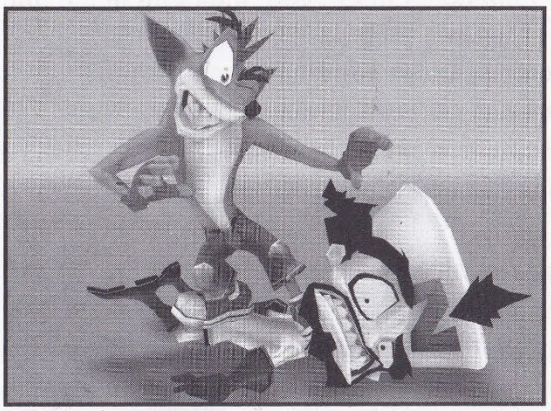
CRASH & CORTEX

Danger can bring together the most unlikely of allies...

When they're bound together by circumstance, the player must control Crash and Cortex as one combined entity. Crash is in control and Cortex is his reluctant partner.

If Cortex is holding a crystal, Crash may attach to him by spinning into him. Now Crash and Cortex are both "crystal crazy" and will fight relentlessly over the crystal, keeping them joined together. When they're joined, Crash takes full advantage of the situation, turning Cortex into a lethal weapon.

Walk/Run	left thumbstick
Spin	Ⓧ button
Slam	Ⓑ button
Jump	Ⓐ button
Twin Spin	Ⓧ + Ⓑ buttons
Twin Throw	Ⓐ + Ⓑ buttons



HumiliSkate

Cortex takes a dive and Crash jumps onto his back, transforming him into a makeshift sled. Did Cortex trip, or was he pushed?

Doc Amok

A terrified Dr. Cortex runs blindly through the scene, his vision obscured by something terrible stuck on his head. Crash must clear the way of TNT crates and enemy creatures before Cortex runs afoul of them.

RollerBrawl

When Crash and Cortex don't see eye to eye, players will have to manage the mayhem that explodes when these two duke it out in a rollerbrawl. Control the two characters as they careen downhill, bound together as a ball of flying fists and feet.

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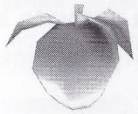

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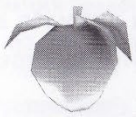
COLLECTIBLES & CRATES

There are various collectibles scattered throughout the game. Crash can collect these items to earn extra lives and unlock bonus content.



Wumpa

There are lots of Wumpa fruit in the world. Collecting 100 Wumpa earns the player an extra life. The Wumpa Counter on the HUD then resets to zero.

Gems

Each level in *Crash Twinsanity* contains 6 multicolored gems. If you collect all 6 of these gems in each level, you may unlock bonus content in the Extras Menu. To check your progress, enter the Pause Menu and press the right trigger to cycle through the Gem Collection Menu. Here you can track your progress for collecting gems in every level. Make sure to look for them all!

Wumpa Crates

BASIC CRATE — When broken, gives the player 1 Wumpa.

SURPRISE CRATE — When broken, gives the player between 5 and 10 Wumpa.

REINFORCED WOODEN CRATE — Can only be broken by a slam move; when broken, gives the player between 5 and 10 Wumpa.

MULTIPLE-HIT CRATE — If broken, it does nothing. If jumped on or head butted, it will give you two Wumpa for each hit.

Harmful Crates

TNT CRATE — Explodes immediately if broken, or counts down from 3 before exploding if jumped on.

NITRO CRATE — Explodes when touched.

Platform Crates

IRON CRATE — Completely inert, can be used as a platform.

IRON-SPRING CRATE — When landed on, propels the player into the air. Cannot be broken.

WOODEN-SPRING CRATE — When landed on, propels the player into the air. Can be broken — by spinning, slamming, or any damage.

Special Crates

AKU AKU CRATE – Gives player 1 extra hit-point.

OUTLINE CRATE – This crate is only visible as outlines until you activate a nearby iron-switch crate. Once triggered, the outline crates will become solid, allowing you to stand or walk on them.

IRON-SWITCH CRATE – When landed on or spun, activates any outline crates linked to it.

CHECKPOINT CRATE – Triggered by proximity, these crates record Crash's position. If you lose a life, you will restart at the last Checkpoint that you've activated.

DETONATOR CRATE – When landed on or spun, will detonate nearby nitro crates linked to it.

WORLD CRATE – Triggered by proximity, these crates represent saving points. If you have auto-save on, the game will automatically save your progress when you trigger a World Crate. You can also manually save your progress through the Pause menu after hitting these crates. If you run out of lives or load a saved game, you can continue at the previously triggered World Crates.

Go to www.crashbandicoot.com for more fun tips and tricks!

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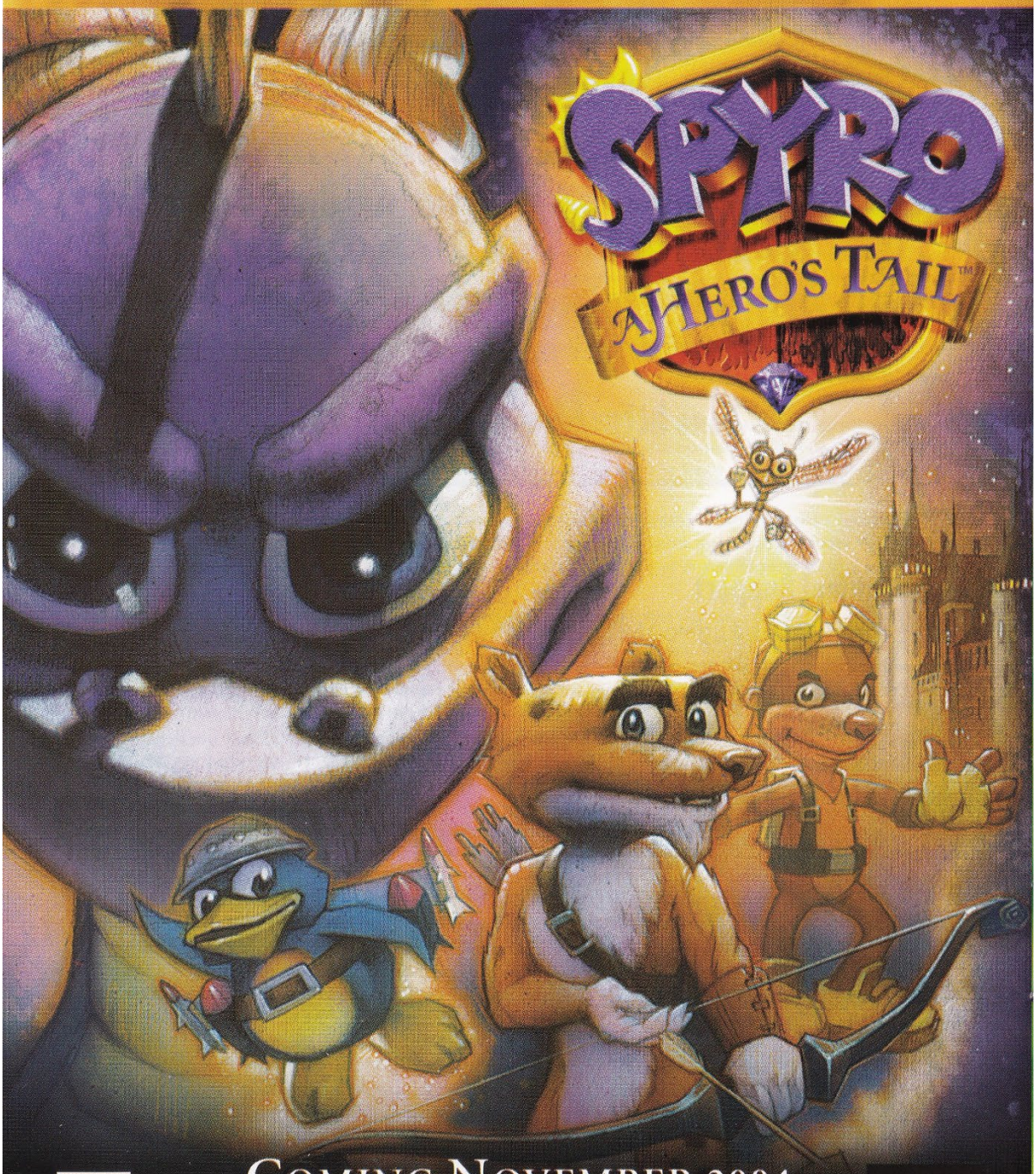

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